

HE-MAN THE BEGINNING: PART TWO

BROADCAST SCRIPT – 07/30/02

ANNOUNCER

Previously on He Man and the Masters of the Universe...

*RE-CAP PART 1: AT PRODUCERS' DISCRETION –
MONTAGE OF VARIOUS SCENES, CULMINATING
WITH ADAM RUNNING OFF FROM THE BATTLE.*

ACT ONE

EXT. PALACE OF ETERNIA

ADAM flies through the rubble on his sky sled.

INT. PALACE OF ETERNIA - CONT.

ADAM rushes into the palace and to his mother, Queen Marlena, who's near her shattered throne, tending to someone who is hurt. The Palace is in ruins. Debris and signs of battle strewn about. Orko and Cringer are nearby helping clean up.

ADAM

Mother....!

MARLENA

Keldor's forces attacked the palace. Your father, along with Teela and the defenders of Eternia, are trying to drive them back to the dark hemisphere.

ON ADAM - temporarily shocked by this info...as MAN-AT-ARMS hurries in, glances at him meaningfully.

ADAM

(to himself stunned) No!

MAN AT ARMS hastily consults the top of his battle mace. With a click, the bumpy protrusions retract, the round surface flickers and a digital TOPOGRAPHICAL ELECTRONIC MAP of Eternia flickers on. A segment of the map BLINKS and zooms to a point.

MAN AT ARMS

The battle has been joined at the eastern perimeter of the Evergreen Forest.

ADAM gets a determined look, addresses his mother.

ADAM
(urgently) I have to go.

MARLENA
No Adam, it's too dangerous--

Man-At-Arms addresses her.

MAN AT ARMS
Queen Marlana, he has his duty.

MARLENA nods worriedly, but accepting of this reality, as ADAM rushes out along with MAN AT ARMS.

HOLD ON MARLENA'S worried look.

EXT. PALACE - CONT.

ON Man-At-Arms and Adam flying on their Sky Sleds...

MAN AT ARMS
(meaningfully) Now, do you see?

ADAM
(makes a face) All I "see" is that we got suckerpunched by some lowlifes. My father and the defenders will defeat any threat to Eternia. You better than anyone should know that.

MAN AT ARMS
We shall see.

Camera pans down on Orko pulling Cringer, who is trying to go the other direction.

ORKO
C'mon Cringer! The Prince needs us!

SPINNING SWORD TRANSITION:

EXT. EDGE OF FOREST - SAME TIME

WIDE - Teela, Stratos, Mekanek, Ram Man and Man-E-Faces are fighting the forces of evil.

Stratos is jousting in the air with Beastman, who rides atop a Griffin.

STRATOS/BEASTMAN

<Sounds of battle>

Teela is dueling Trap-Jaw, her sword vs his mechanical arm.

TRAPJAW

You and your friends don't stand a chance!

TEELA

Whoever, or whatever you are, you're going back to...

TRAPJAW suddenly grabs her sword with his mouth and CRUNCHES it to bits.

TRAPJAW

(deep taunting chuckle)...

TRAPJAW gloating, extends a threatening appendage at the now weaponless TEELA...when suddenly...

MAN AT ARMS (OS)

Teela!

MAN AT ARMS races in and tosses TEELA a Golden Cobra Amulet.

TEELA

Father!

TEELA catches the amulet & activates it in one fluid motion. Her COBRA STAFF telescopes out from it as she spins it like a pro and re-joins the battle against Trapjaw.

PRINCE ADAM rushes in, joins in the fray, and attempts to battle WHIPLASH - mace vs. tail.

MAN AT ARMS fights mightily making short work of TOO BAD and CLAWFUL.

BEASTMAN riding atop his Griffin, signals...

...and a TRIO of fierce, LANCE-BEAKED CREATURES come racing in...about to shishkabob Man-At-Arms from the rear.

RAM MAN (who's battling TRI-KLOPS) sees this.



Man-At-Arms spins to face the oncoming creatures...and as he does, he ACTIVATES HIS SPECIAL ARMOR.

THE LANCE BEAKED CREATURES strike the armor (like bullets hitting Kevlar) and retreat, whimpering like pained hounds.

As ADAM avoids the massive lashes from WHIPLASH's tail, he calls to MEKANEK. (MekaneK is battling MERMAN).

ADAM

MekaneK, where is my father?

MEKANEK looks around, then EXTENDS his neck way up, pivoting it like a periscope, so he sees OS into a nearby clearing.

MEKANEK

Settling an old score.

EXT. NEARBY CLEARING - CONT.

RANDOR jousts with Skeletor, who is cowled (like a wraith), his face not yet seen by Randor.

SKELETOR

(as they joust)

Revenge is like jah'vah'ri stew: it tastes best when served cold.

RANDOR

(as they joust)

All you will "taste" is the bitter flavor of defeat, Keldor.

ON KELDOR'S signal, the MIND CONTROL SWORD comes WHOOSHING in from out of nowhere...

SKELETOR

I think not.

...spins thru the air, then strikes the surprised, armored king from the side, so he falls to his knees....

RANDOR

Wha--? Oooomph!

SKELETOR pulls back his cowl, dramatically revealing his skeleton appearance.

SKELETOR
And the name is...Skeletor!
(his eyes glow red on "Skeletor")

SKELETOR uses his HAVOC STAFF to knock Randor's sword out of his hands...RANDOR, still in pain from the first blow, is shocked by Skeletor's appearance.

RANDOR
<shocked GASP>

SKELETOR
(taunting) Not a pretty sight, is it? (seething) You did this.

RANDOR
(pained) You...brought it on yourself.

SKELETOR stands over RANDOR, wrathful, Havoc Staff pointed at him.

SKELETOR
Tell me, where are the elders?

RANDOR struggles, attempting to get to his feet.

RANDOR
(pained) I don't know.

TIGHT on Adam emerging from the trees as he sees--

RACK FOCUS TO: SKELETOR blasting RANDOR with his HAVOC STAFF. Randor crumples to the ground.

SKELETOR smiles, sinisterly.

SKELETOR
Perhaps you can be persuaded to be a bit more forthcoming....

BEASTMAN flies in on two GRIFFINS

SKELETOR leaps on back of Griffin #2.

ADAM
FATHER!!



Beastman roars <<Animal SFX>> and the griffin picks up Rador in it's talon-like feet (one foot grabbing each of Rador's shoulders) and flies off behind them.

EXT. EDGE OF FOREST - CONT.

STRATOS sees this, and starts to fly off to Rador's rescue....

STRATOS

King Rador --

...but is suddenly stricken from behind...as we ADJUST TO EVIL-LYN letting him have it with one of her magic blasts. Stratos collapses.

EVIL-LYN

You will do nothing.

STRATOS

Unnnnnhhhh....

ADAM watches helplessly as his unconscious father is flown off. The battle continuing, Man-At-Arms grimly turns to Prince Adam:

ON PRINCE ADAM watching what is happening.

MAN-AT-ARMS

So, what are you going to do?

CLOSER ON ADAM - a look of helpless indecision and worry crossing his face, then...

WIDER - ADAM starts to back away then run.

TEELA, fighting alongside MAN-AT-ARMS, is incredulous.

TEELA

He's turning tail!

MAN-AT-ARMS

Don't judge him... yet.

CRINGER sees ADAM running off and proceeds to lope off in pursuit.

ORKO sees CRINGER running off, then races off as well...

ADAM

<heavy BREATHING>

ORKO



Good idea!

EVIL-LYN smirks as she engages Teela in battle.

EVIL-LYN

A captured King and a coward for a prince. Oh, how the mighty are fallen!

ON TEELA'S troubled face.

EXT. EVERGREEN FOREST - DAY

PRINCE ADAM runs through the thick forest. As he runs, he pushes branches aside, but then...

THE BRANCHES in his path start to part on their own.

CLOSE ON ADAM – he reacts, momentarily surprised, but keeps running.

EXT. CRAGGY AREA – CONT.

ADAM runs out from the Evergreen Forest...into the inhospitable craggy area. As he runs he sees...

CASTLE GRAYSKULL – dramatically looming in the near distance, upon its cloud shrouded cliff.

CLOSE ON ADAM – as he lowers his head and runs even faster. He runs into and wipes camera.

CUT TO:

EXT. OPPOSITE EDGE OF FOREST - SAME TIME

THE BATTLE between TEELA, MAN AT ARMS and the other MASTERS vs. SKELETOR'S MINIONS continues:

TEELA is battling WHIPLASH, first ducking then leaping over his massive tail as it whips around. <WHOOSH, BOOM!> The deadly tail misses her & destroys a boulder.

TEELA

Ayee...Ya...

WHIPLASH

<taunting> One good hit...it's all over.

TEELA suddenly plants her staff in the ground, then swings around it in a cool martial arts move, WHOMPING WHIPLASH with an impressive kick, so he's knocked for a loop.

WHIPLASH (CONT'D)

<Pained GRUNT>

ON TEELA – eyeing the fallen Whiplash.

TEELA

Like you said.

SNAP! SNAP! - CLAWFUL attacks Man-At-Arms with his huge claw. MAN AT ARMS parries with blows of his Mace.

CLAWFUL

<dumb laughter> Gonna give you a haircut you'll never forget.

Trap-Jaw, brandishing a weapon, gleefully charges at MAN-AT-ARMS from behind.

MAN AT ARMS reacts, half turns, but before TRAP-JAW can get closer, STRATOS flies in, TWO FISTS extended, and takes him out...each fist whomping a separate head.

CLAWFUL

<grunt>

TRAP-JAW

<pained GRUNT>

TRAPJAW recovering uses his ARM CANNON to fire concussion blasts at the flying STRATOS, as if it were a carnival game.

RAM MAN and MAN-ARMS leap clear to AVOID a TRIKLOPS eye blast and wind up on the ground...They quickly get up to see...

...EVIL-LYN standing there. Before they can REACT, she unleashes a magic spell...and the Masters are WHOMPED back with a blast of evil magic.

EVIL-LYN

Don't crowd me, boys.

RAM MAN AND MAN-AT-ARMS

<Pained GRUNTS>

CLOSE ON MAN AT ARMS – The battle is not going well.

WIDEN – As he fights, his back hits up against someone else's back. He looks. It's TEELA. They're back to back, like in a John Woo movie, both balletically fighting off all comers as best they can.

TEELA

(above the battle din) I don't know how much longer we can hold out father!

MAN AT ARMS

(grim) I was thinking the same.

TEELA

(as she battles, frowns) I can't believe Adam deserted us.

CLOSE ON MAN AT ARMS – his eyes shift off to the horizon, wondering about Adam as well.

EXT. CRAGGY AREA – CONT.

ADAM runs through the Evergreen Forest. He leaps over the giant roots of the Eternian trees. The terrain is becoming rockier as he is ascending.

TIGHT on Adam's determined look.

ADAM sprints up a final rise and comes around the trees. He stops short at the sight.

ADAM's POV: CASTLE GRAYSKULL - dramatically looming in the near distance, upon its cloud shrouded cliff.

CLOSE ON ADAM – he looks up with amazement and fear as we

END ACT ONE

ACT TWO

EXT. CASTLE GRAYSKULL - SAME TIME

ADAM ENTERS FRAME and climbs and pulls himself up....

ADAM

<Struggle GRUNTS>



...as we REVEAL...THE SORCERESS waits there, at the entrance to the DRAWBRIDGE, which is already down.

ADAM (CONT'D)

My father. He-

SORCERESS

I know. Quickly.

SORCERESS heads across the drawbridge...ADAM follows.

CLOSE ON ADAM – As they cross into the entrance to the Castle, Adam steels himself, as if realizing his life will never be the same. (He's crossing the threshold to his Destiny.)

INT. CASTLE GREYSKULL/VARIOUS - CONT.

SMASH CUTS: As the Sorceress leads Adam down thru a succession of different mysterious rooms in Castle Grayskull (we don't see the rooms clearly).

THE SORCERESS stops in an unimpressive room in the bowels of the Castle. ADAM looks around, puzzled -- the room's dank & dark, its stone block walls covered with slimy moss.

THE SORCERESS taps her staff on the floor and it begins to descend (ala the beginning of Disney's Haunted House). As the floor drops, elevator style, it starts transforming into an opaque, crystal-like substance...THEY DESCEND INTO...

INT. LOWER DUNGEON (CRYSTAL CHAMBER) - CONT.

THE HUGE CHAMBER'S WALLS are crystalline, jutting out with irregular relief – their crystals gleaming and glinting in ethereal TINKS of light and HUMS of energy.

THE FLOOR BELOW them falls away in sections in a random pattern (ala those Star Trek 3-D chessboards)forming floating "lily pads" on various levels. (The rest of the floor has seemingly dropped off into a BOTTOMLESS ABYSS below.)

FROM THE "LILY PAD" they stand on, ADAM sees...THE POWER ORB on a special pedestal – or rather suspended in mid-air a few inches above it. THE GLOW from the ORB reflects in Adam's face...and an UNEARTHLY, WEIRD HUM comes off of it.

ADAM

<amazed, in awe> The crystal orb...

SORCERESS



(nods) Contained within it, the vast power of Eternia's Elders.

(then, solemnly)
Are you ready, Prince Adam?

ADAM
(hesitant, finding the courage) As I'll ever be.

A DUSTY BEJEWELLED BOX (large enough to hold a sword) dramatically rises up out of the ABYSS – its weathered lid bears the ancient COAT OF ARMS OF ETERNIA. It comes to rest in front of Adam. THE SORCERESS watches silently, knowingly.

ANGLE PAST THE BOX - UPSHOT ON ADAM – as the box slowly opens, his eyes widen as he looks down into it. REFLECTED GLINTS of something GLEAMING & METALLIC play upon his face.

OTS ADAM - THE SWORD OF POWER. Very Excalibur-like.

ON ADAM – He hesitates, then...reaches for the sword. It's heavy, very heavy. He can barely raise it a few inches.

ADAM (CONT'D)
<struggling GRUNTS> Heavy.

SORCERESS
Soon to be much lighter in the hands of He-Man.

Adam looks unsure at this, but slowly starts lifting the sword above his head...struggling.

ADAM
<exertion GRUNTS>

....DRAMATIC ANGLES...DRAMATIC MUSIC (ala the 2001 "Thus Spoke Zarathusa") as ADAM, with effort, raises the sword.

SORCERESS – watching, knowingly.

ADAM gets the sword to its apogee, when a look of "knowing" crosses his face and he intones:

HE MAN
By the Power of Grayskull!

IN A FANTASTIC TRANSFORMATION – energy courses down the sword and over Adam....and he becomes...<specific signature transformation sequence is TBD>...the



muscled, brave heroic, HE-MAN! <<THIS SEQUENCE WILL LAST FOR 20-25 seconds>>

He intones:

HE MAN (CONT'D)

I have the power!

THE SORCERESS looks on and nods. Then points to a crystal boulder that sits upon another floating “lily pad” pedestal. (NOTE: The boulder’s shadowed or made of milky crystal so we can’t see thru it.)

SORCERESS

You will need a loyal companion.

Sorceress uses her Falcon Staff...shoots a beam of magic, causes the rock to float away, REVEALING BEHIND IT...

...a shivering Cringer. And Orko, who waves nervously.

ORKO

Uh, Hi?

HE-MAN gets a knowing look & points his sword at Cringer.

CRINGER’S eyes shift, nervously: Huh? Me?...when suddenly,

...ENERGY shoots out of the sword, imbuing CRINGER with magical glow...

ORKO winces as ENERGY glow shoots out all around.

REVEAL the cowardly CRINGER is MAGICALLY TRANSFORMED into the mighty BATTLE CAT, who roars & rears up like a stallion. <Mighty roar!>

ON HE MAN - as he jumps onto BattleCat’s back...BATTLECAT rears up again.

SORCERESS

He-Man. It must remain a secret that you and Prince Adam are one and the same. Were the dark forces to gain such knowledge, it could bring grave harm to your family and friends.

HE MAN - sitting atop Battlecat, nods.

HE MAN

I understand. (cocks an eyebrow) As does Orko.



HE MAN glances at ORKO, who nods nervously.

ORKO
(nervous) Oh, right.

BATTLECAT (HE-MAN on his back) leaps upward for the area they descended from...to exit. (perhaps they have to leapfrog up a few “lily pads” to get up higher.)

HE MAN
(battle cry) For Eternia!

ON ORKO – glancing at the Sorceress, REACTS comically nervous, then ZIPS upward in pursuit of his pals.

ORKO
Toot a loo!

SORCERESS looks up after HE-MAN, nods knowingly.

EXT. CASTLE GREYSKULL- CONT.

LONG UP SHOT ON CASTLE GRAYSKULL - suddenly a form leaps over and wipes camera.

ANGLE - BATTLECAT pauses, rears up with a <MIGHTY ROAR!> and races off.

OTS HE-MAN & BATTLE CAT - as they race over the craggy terrain towards the forest. ORKO flies into shot...(OTS SHOT)

trailing behind, zipping along a few feet off the ground.

END ACT TWO

ACT THREE

EXT. EDGE OF FOREST - SAME TIME

A GREEN BALL OF FIRE (HUMONGOID ENERGY BLAST) comes at CAMERA...as WE ZOOM BACK TO REVEAL MAN AT ARMS, TEELA and the others RUNNING PAST CAMERA, trying to outrun it...

THE GREEN FIREBALL lands with a large blast. Our heroes are propelled into the extreme foreground, PAST CAMERA.

ON HIGHER GROUND, A ROCK SHELF (EVIL WARRIORS' PERCH) - EVIL-LYN
& other evil warriors look down at the plight of the Masters.

EVIL-LYN
(disdain) And they call themselves warriors?

REVEAL that TRI-KLOPS is the one causing the BLAST – it's emitted from his eye. His eye panel rotates and he shoots off two more smaller faster BLASTS from another eye.

TRIKLOPS
Haw. Not to my eyes.

THE MASTERS are able to avoid the next two blasts by zagging & running into a rocky area (like a small amphitheater) with huge stone outcroppings. RAM MAN looks relieved. MAN AT ARMS looks around, concerned. He sees the area they're in is a dead end, with no outlet.

RAM MAN
Whew. Close one!

MAN OF ARMS
They have the high ground. We need a battle plan.

As the others gather around him, MAN AT ARMS uses his MACE, as it displays a 3-D TOPOGRAPHICAL DISPLAY of the area. He points out positions.

MAN AT ARMS
Teela, take Stratos and Ram Man, hit them from the north...

INTERCUTTING – THE MASTERS AND THE EVIL WARRIORS

ON EVIL WARRIORS' PERCH - TRAPJAW suddenly gets PELTED by a golf-sized SIZZLING blue crystal that WHACKS into his mechanical arm and singes it.

TRAPJAW
Hey, watch that, Tri-klops.

TRI-KLOPS shrugs, defensively.

TRI-KLOPS
Wasn't me.

MERMAN looks up to see: little blue fiery crystals shooting past, way up in the sky, with the very occasional one heading for earth. (think meteor shower)

MERMAN



Just a magmatite shower, harmlessly passing thru our atmosphere.

ON EVIL-LYN – gets an evil smile.

EVIL-LYN

Harmless? We'll see about that.

(starts a spell)

“By the forces of evil and magic unbound...let magmatites upon their heads rain down”

MAN AT ARMS - pointing to the 3D TOPOGRAPHICAL MAP on his MACE SCREEN, finishing his hasty battle plan.

MAN AT ARMS

--and the rest of you will flank them from the east...

RAM MAN notes a FAST ENCROACHING SHADOW, looks up, interrupts...

RAM MAN

Uh...

A SOUND OF WHISTLING, INCOMING OBJECTS IS HEARD....and SHADOWS loom larger...as they all look up to see...

A FIERY BLUE METEOR SHOWER...fast approaching! TEELA cries:

TEELA

Magmatites!

WIDE - The GROUP start to run...as the BASEBALL to BASKETBALL-SIZED FIERY CRYSTAL METEORS whiz by and crash down, leaving fiery singed craters in their wake.

EXT. CRAGGY TERRAIN – SAME TIME

A BLURRY POV - becomes clearer. We see it's the upside- down face of BEASTMAN, and we WIDEN TO SEE he's flying atop his GRIFFIN.

BEASTMAN

He's comin' to.

REVEAL this is RANDOR'S UPSIDE DOWN POV & he's in the talons of the GARGOYLE being flown thru the craggy terrain.

The two Griffins, Skeletor and Beastman each riding one, LAND. At the same time, Randor's Gargoyle lets him drop with a THUD.



<EST. they're in rather inhospitable terrain, though NOT in the Dark Hemisphere. There is deserty soil, JAGGED ROCKY CLIFFS, CREVASSES and the occasional LAVA POOL. A few MYSTICAL-looking ANCIENT RUINS are strewn about, STRANGE REMNANTS from a past civilization.>

SKELETOR stands over the slumped and weakened RANDOR:

SKELETOR

(sinister niceness)

Well rested, Randor? Oh good. We finally get to spend some quality time, visit, have a chat...

ON RANDOR – stoic, defiant.

BACK ON SKELETOR – coy, sinister.

SKELETOR zaps RANDOR with a short burst from his Havoc Staff. RANDOR jerks with the charge...

RANDOR

Arrgh...

ON BEASTMAN – relishing this.

BEASTMAN

<sinister dumb laughing> Could I help?

SKELETOR

Yes, Beastman, of course you can. <off Beastman's eager look> Go back and help the others.

BEASTMAN – complains.

BEASTMAN

Oh, but I never get to have any—(off Skeletor's fierce scowl) Awwww---

BEASTMAN signals. His Griffin flies in.

SKELETOR turns to Randor. The HAVOC STAFF glows ominously. In the b.g. BEASTMAN takes off.

SKELETOR

Where were we... Ah yes... <leans in, no more Mr. Nice Guy> Now that the Council of Elders are no more, where is the power of Eternia?



RANDOR

(weakened) I told you, I don't know. But if I did. (defiant) I would reveal nothing.

CLOSE ON SKELETOR – as an evil, coy smile crosses his lips.

SKELETOR

Perhaps a little, not-so-gentle persuasion is in order?

WIDEN – As PANTHOR ambles in.

SKELETOR (CONT'D)

Say hello, Panthor.

PANTHOR - his yellow-green eyes glow ominously, as he raises a fierce CLAW & GROWLS <lion/panther sfx> at CAMERA.

CAMERA pushes in on RANDOR's face as he sets his jaw.

WIPE TO:

EXT. EDGE OF FOREST – SAME TIME

EVIL-LYN is delighted, as she looks on from the high ground that the Evil Warriors are on, to see....

EVIL-LYN

I do so love an afternoon shower.

HER POV - MAGMATITES cascade and crash down all around the Masters...whizzing every which way now...

MAN AT ARMS athletically flips to avoid some incoming magmatites, then, as he lands, uses his ARM BLASTER to blast back a few others that are about to rain down.

STRATOS swoops upward just in time to avoid a HURLING MAGNATITE!

TEELA balletically dodges two falling meteors.

RAM-MAN sidesteps a hurtling meteor, only to have a 2nd smash over him <CRACK!> making his metal-covered head vibrate. As the vibrating stops, he smiles dumbly.

RAM MAN

Didn't feel a thing.

TEELA suddenly looks up to see a GIANT METEOR (this one is as big as a car) heading for the group. She starts to sprint, but as she yells out a warning...

TEELA
Incoming! Extra large!

FROM THE EVIL WARRIORS' PERCH - TRI-KLOPS activates a button on his wrist.

TEELA - RUNNING – suddenly gets stopped in her tracks...something pulling her back into the path of the meteor. (her feet sliding backwards on the ground).

TEELA (CONT'D)
Wha--? <struggling GRUNTS>

REVEAL - TRI-KLOPS' DOOMSEEKER hovering 6 ft. behind her and EMITTING a POWERFUL RAY (think: ultra-powerful magnetic-type beam.)

TEELA struggles to get free of the PULL OF THE RAY. Can't.

REVEAL - THE HUGE, FIERY METEOR is heading for her.

MAN AT ARMS – looks back and sees her plight. He starts to rush towards her....

MAN AT ARMS
Teela!

FROM THE EVIL WARRIORS' PERCH - Trap-Jaw sees this, transforms his CLAW to a CANNON and lets out a fierce CONCUSSION BLAST ...

MAN AT ARMS racing to rescue Teela, gets knocked back by TRAP-JAW's concussion blast...

MAN AT ARMS – laying on the ground, has landed maybe 10 yards away and won't be able to reach TEELA in time. And on his anguish, we...

QUICK CUTS:

HUGE MAGMATITE METEOR fills frame, hurtling towards CAMERA...

TEELA – can't get free of the Doomseeker's powerful ray.

TEELA
<struggling GRUNTS>



MAN AT ARMS too far away on the ground, sees the HUGE METEOR about to pulverize TEELA.

TEELA POV - the meteor about to pulverize her, when a figure steps in front of her, eclipsing FRAME.

END ACT 3

TEASE NEXT EPISODE - 30 seconds

